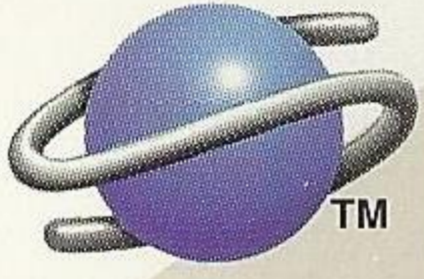
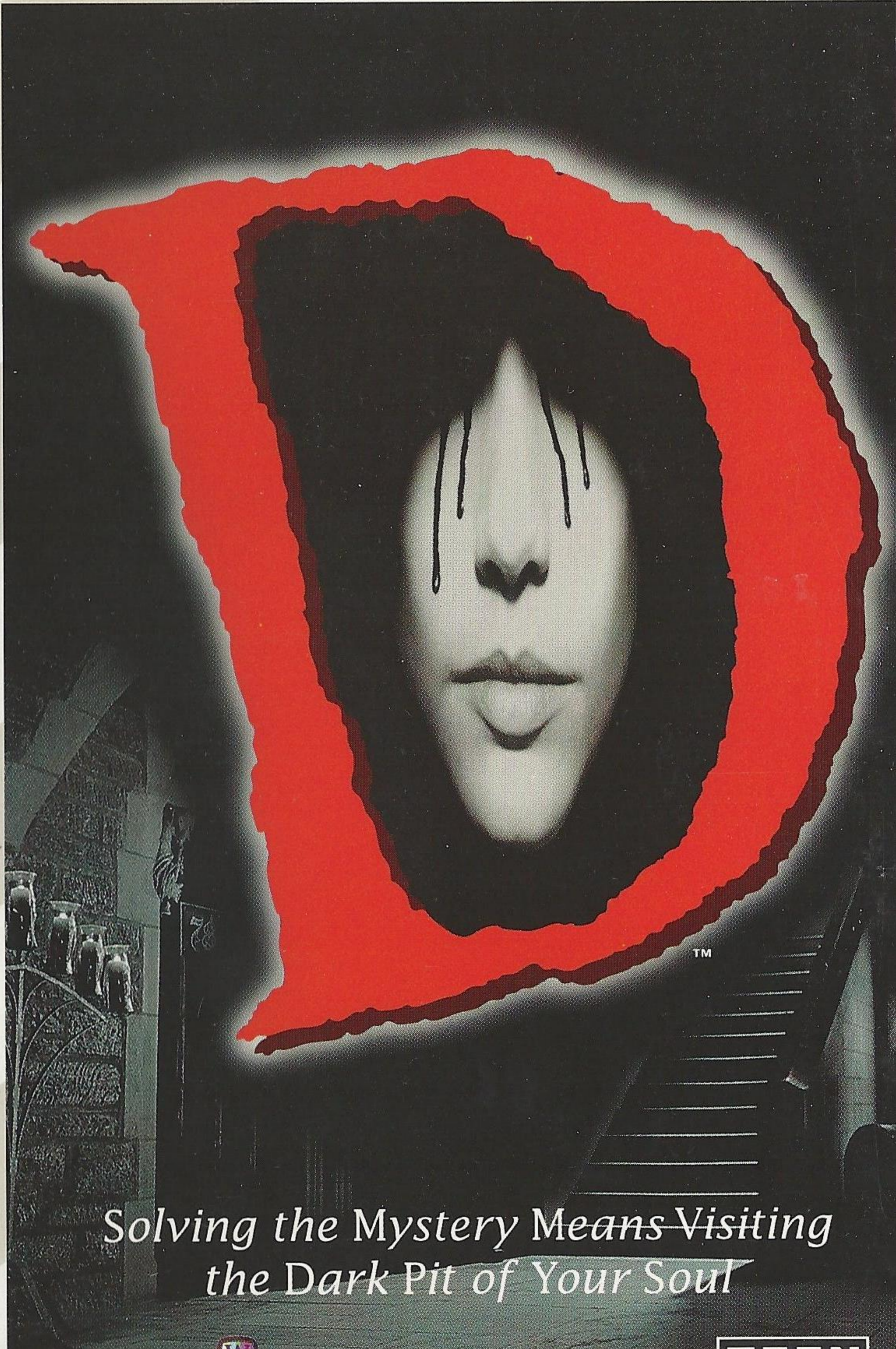


SEGA™

AKkaim[®]
entertainment, inc.



SEGA SATURN™



*Solving the Mystery Means Visiting
the Dark Pit of Your Soul*



T-8106H

LICENCED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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STORY

The year is 1997. It's the dead of night in Los Angeles. There has been a mass murder at a general hospital on the outskirts of town. The perpetrator is the director of the hospital,



Richter Harris. He has locked himself up in the hospital and taken a number of patients as hostages. The police are helpless, unable to move in. Richter's only daughter, Laura Harris, hearing of the situation, rushes to LA from San Francisco, and drives alone to the tragic scene at the hospital grounds... Will Laura be able to penetrate the riddle of her transfigured father?



STARTING UP



1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

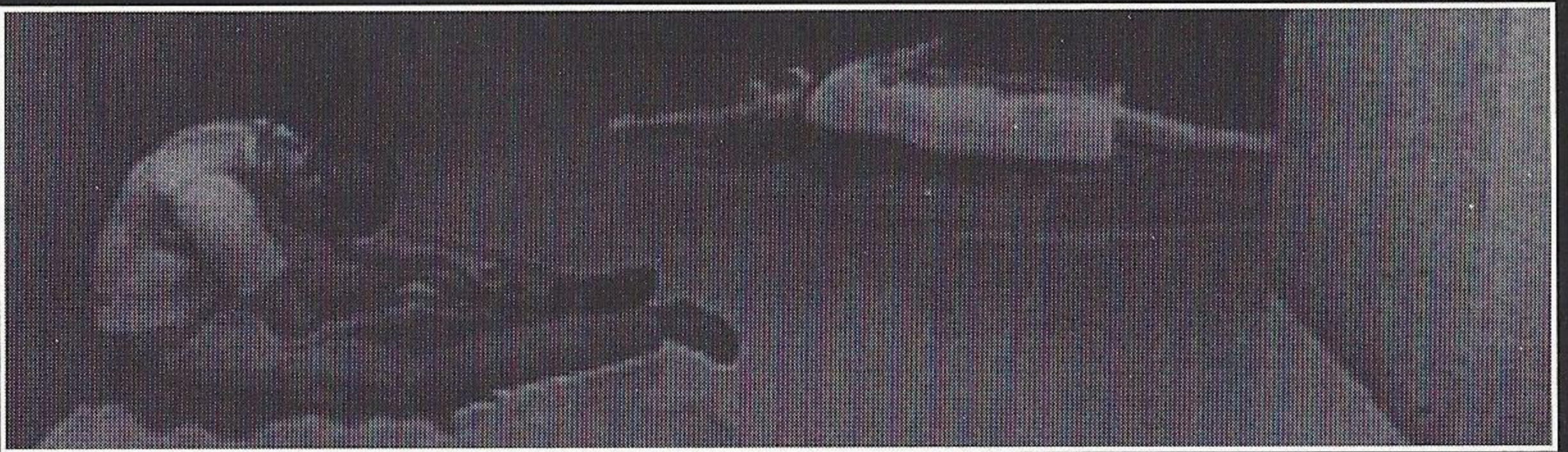
NOTE: D™ is for one player, and uses two discs. Midway through the game you must switch discs.

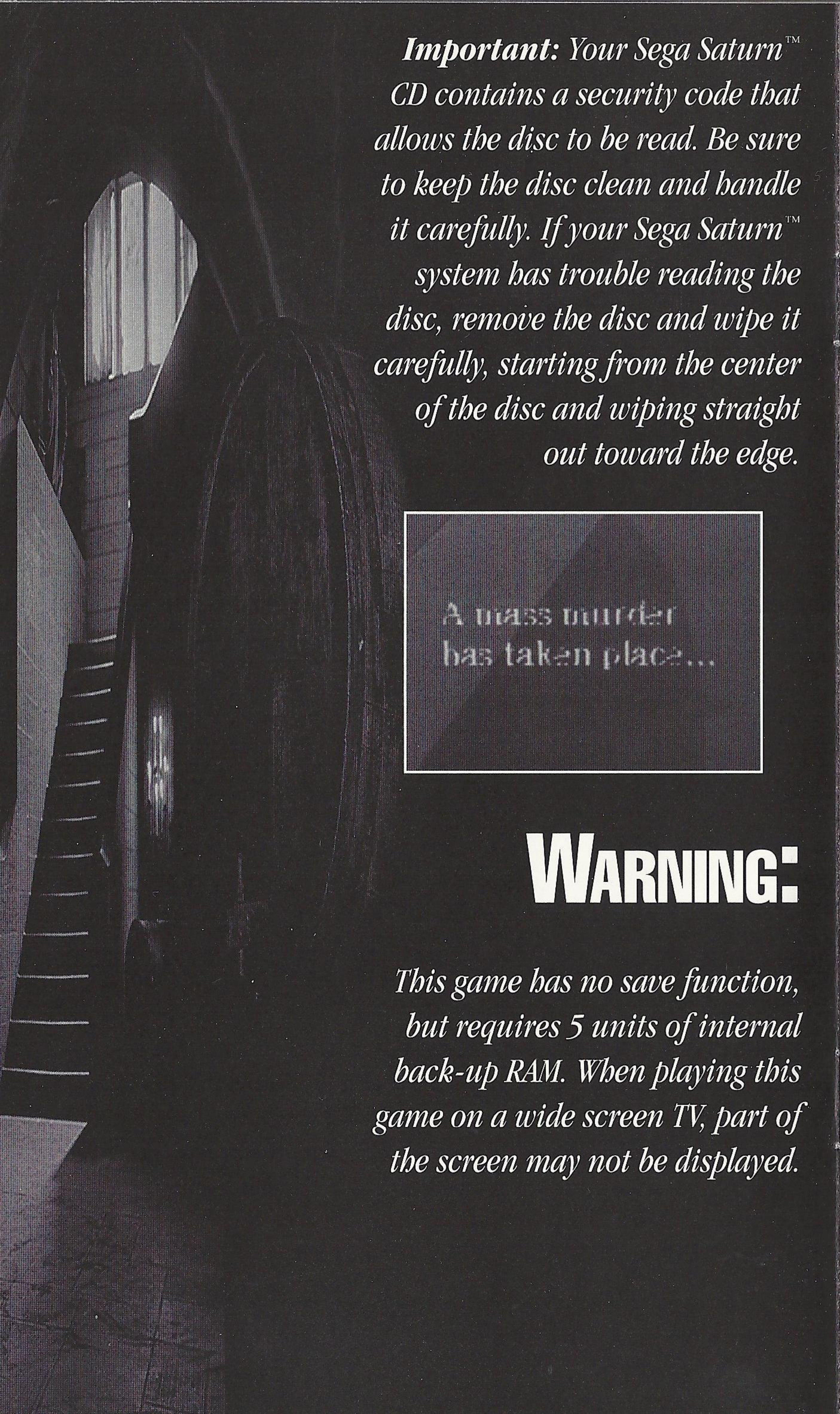
2. Place Disc 1 of D™, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen.

(If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on screen Control Panel.





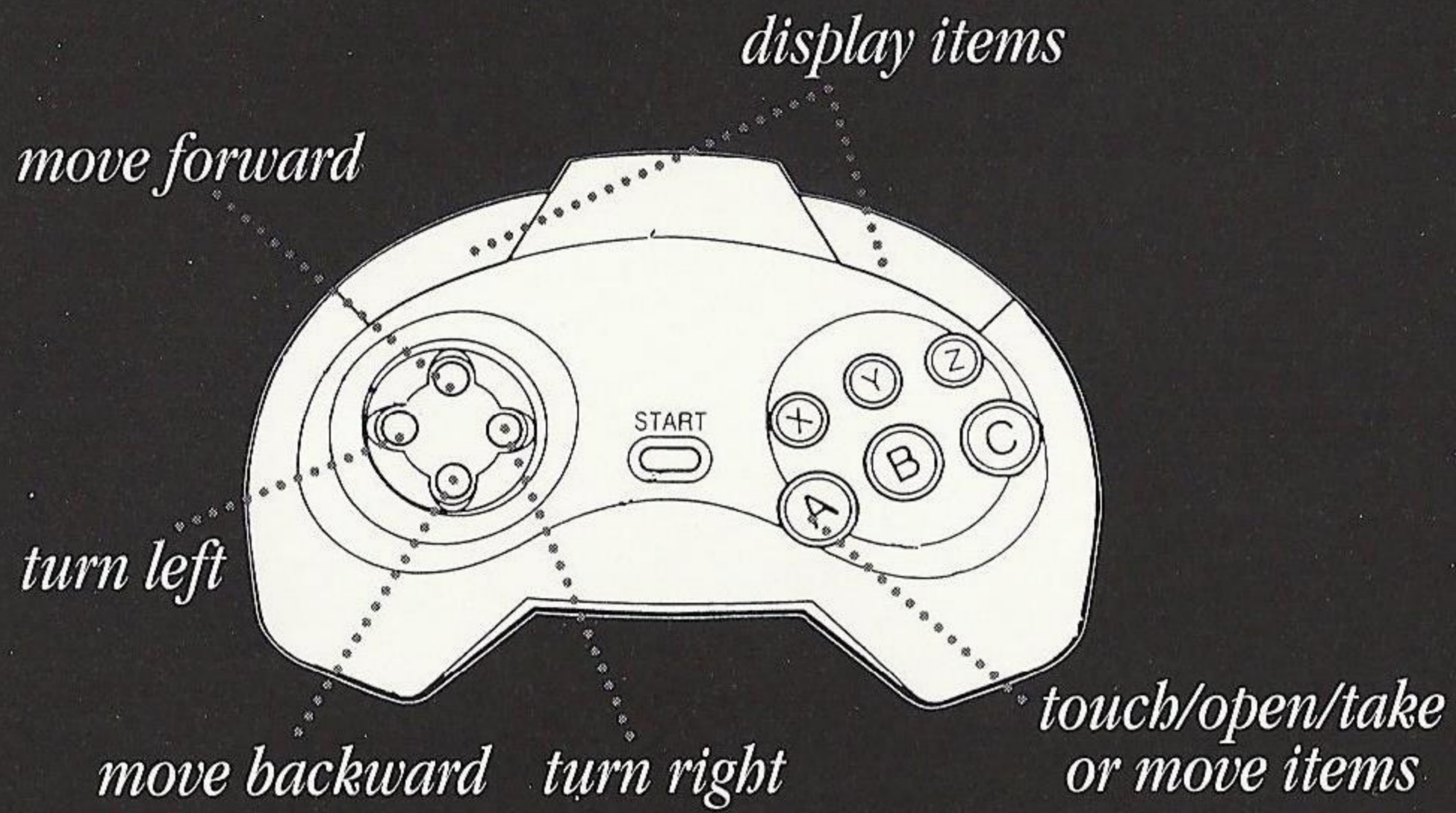
***Important:** Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.*

A mass murder
has taken place...

WARNING:

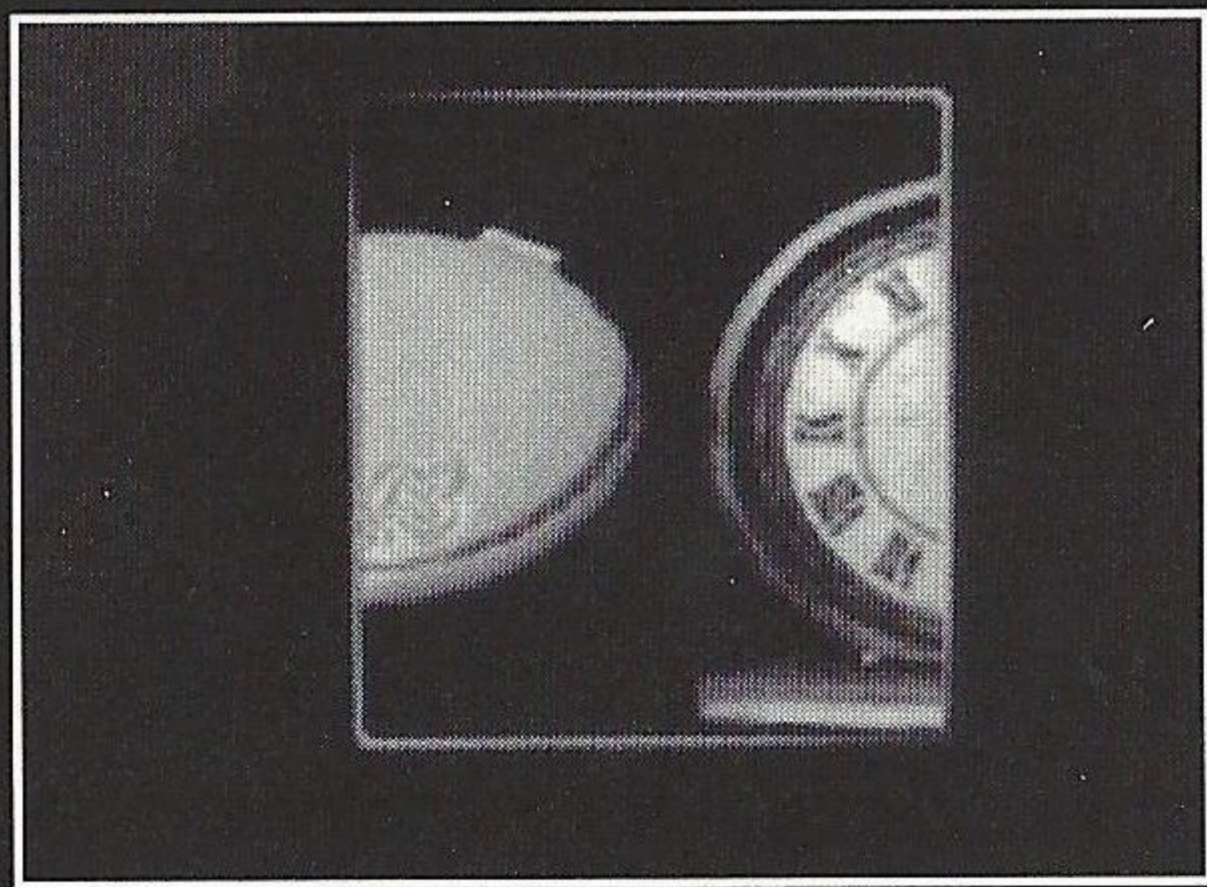
This game has no save function, but requires 5 units of internal back-up RAM. When playing this game on a wide screen TV, part of the screen may not be displayed.

OPERATION



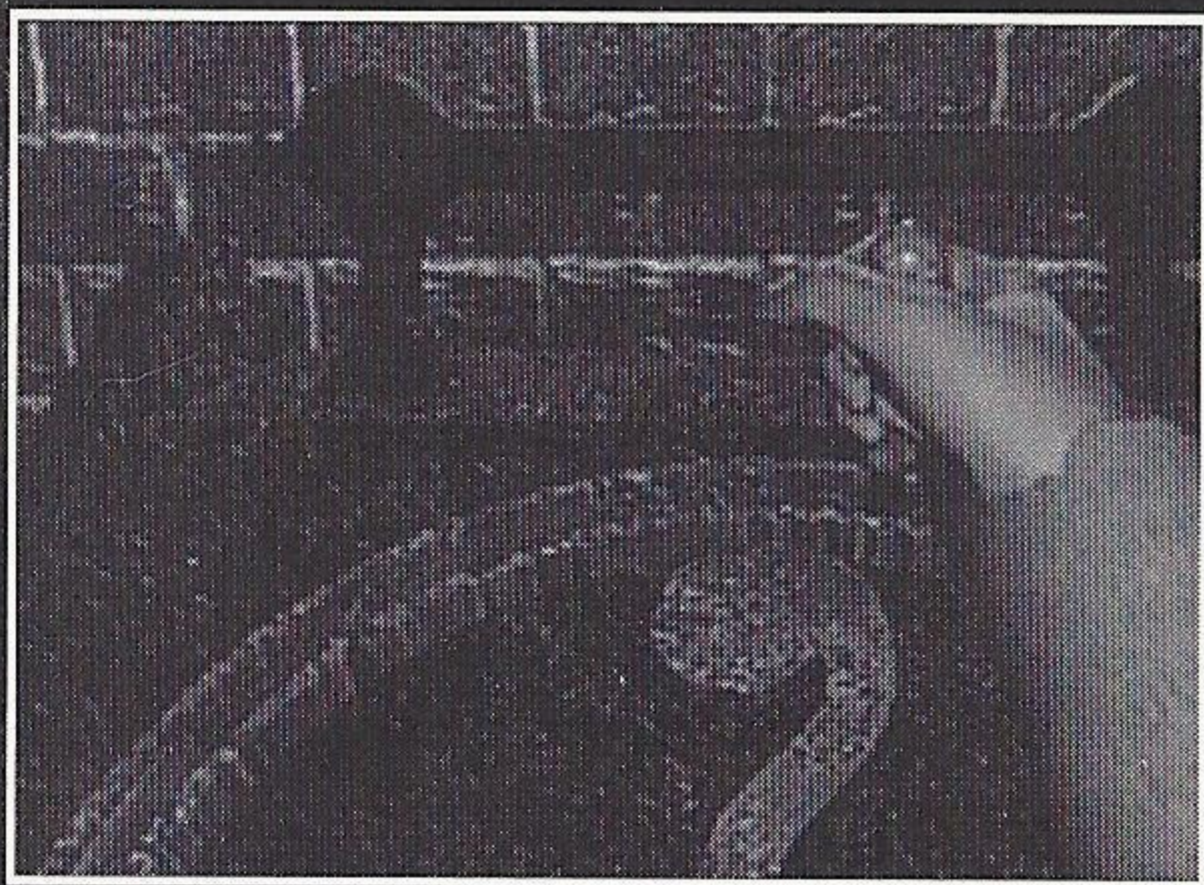
ITEM DISPLAY

Items are displayed with the LEFT and RIGHT SHIFT BUTTONS. Press the A BUTTON to select. The item display can be turned off with the B BUTTON. (The C, X, Y and Z buttons are not used).



ACTION

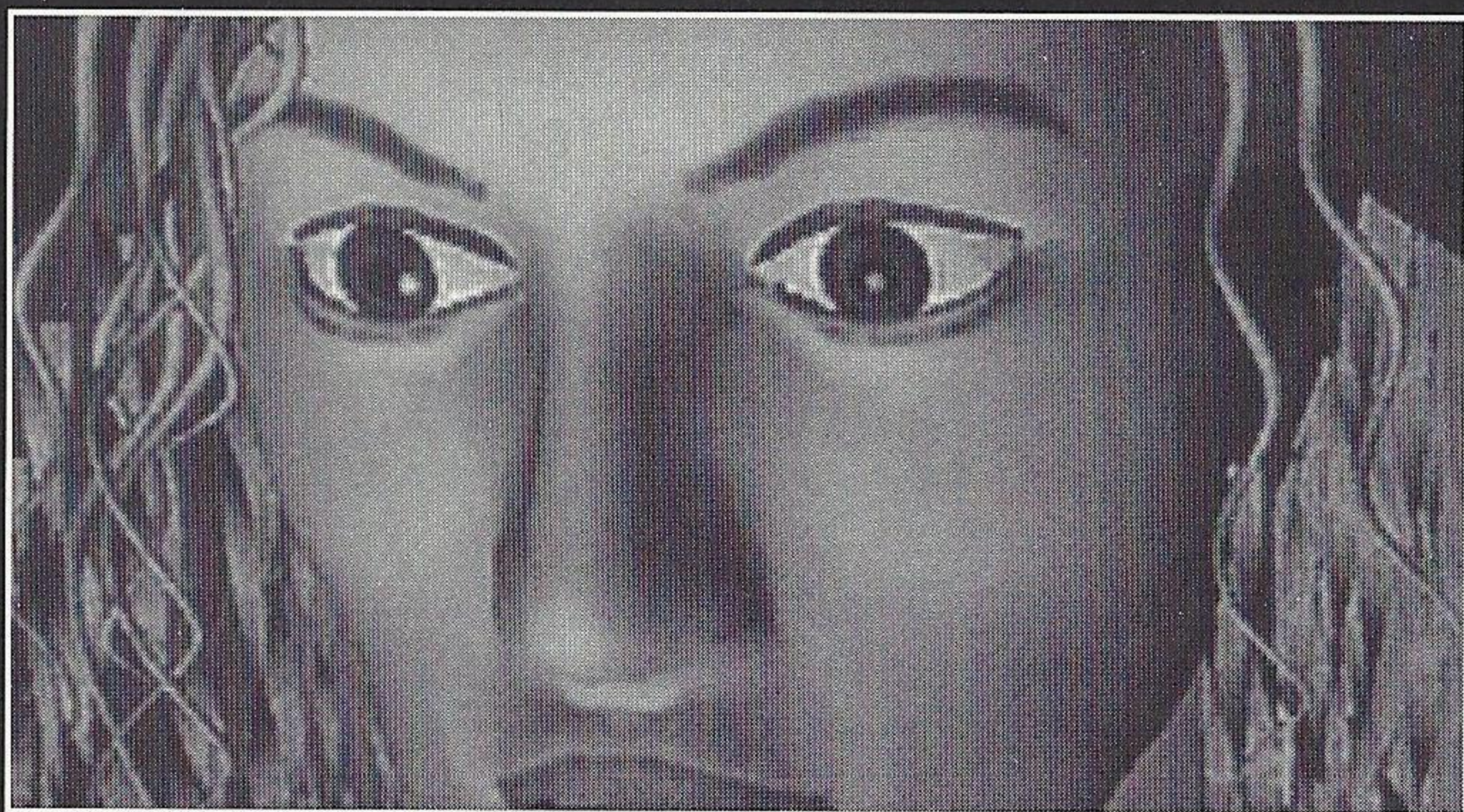
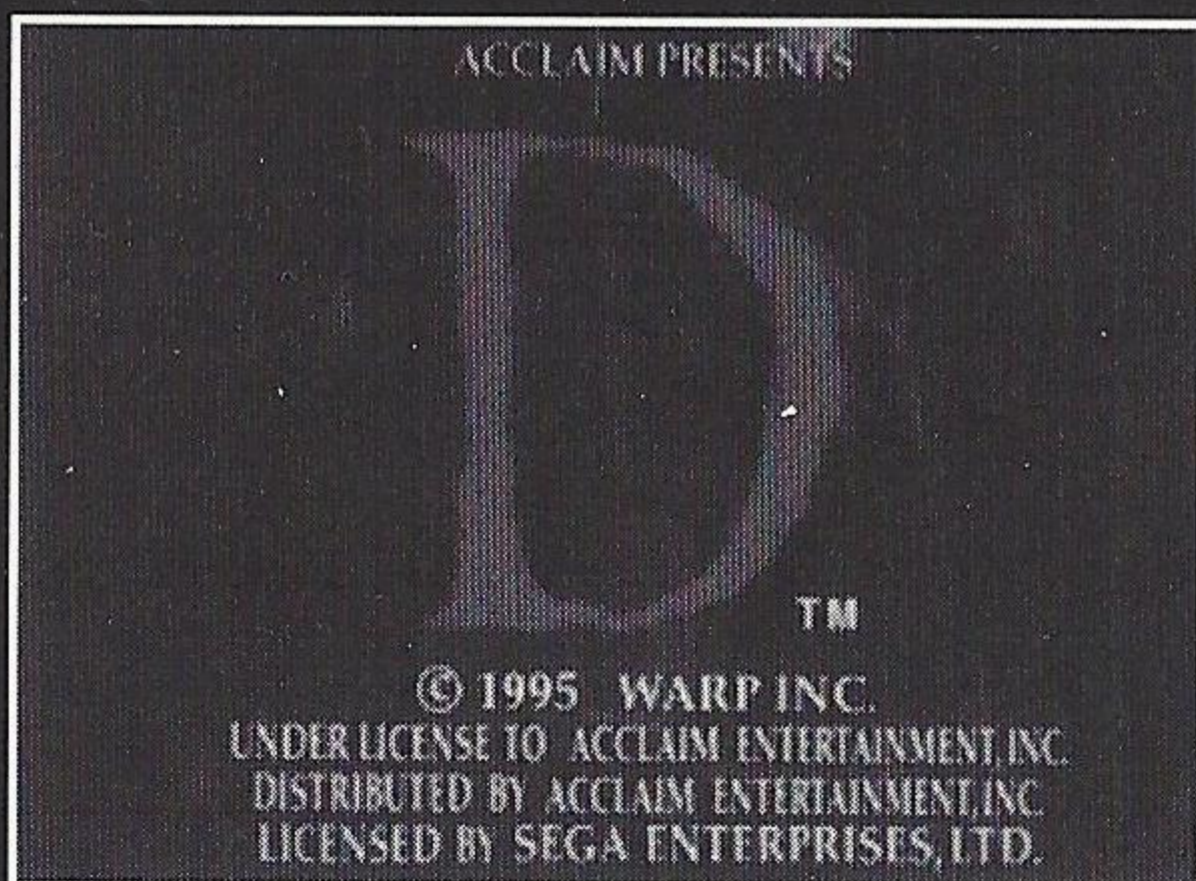
Throughout the game, you will come upon numerous items that can be manipulated in a variety of ways. Everything is potentially helpful or harmful, so be on your toes. The A BUTTON is used to touch, open, take or move things. Use the D-PAD to move in the direction you wish to go.



GETTING STARTED

After the opening introduction, the Title Screen appears. You can press START at any time during the introduction to bring up the Title Screen.

From the Title Screen, press START. You're ready to explore the horrible mystery waiting in the hospital...

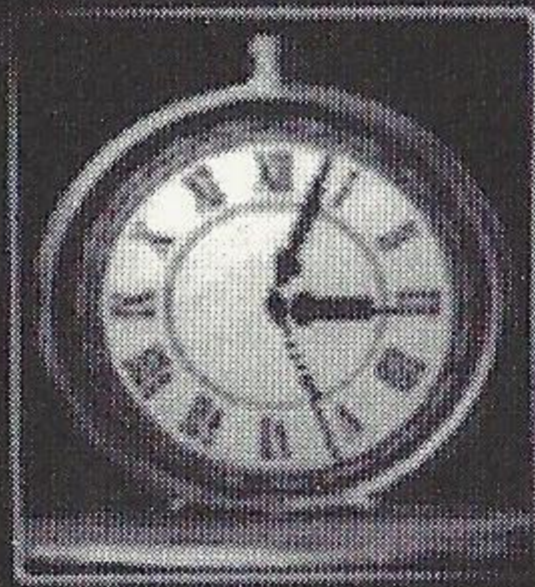


VIII

EXPLANATION OF RULES

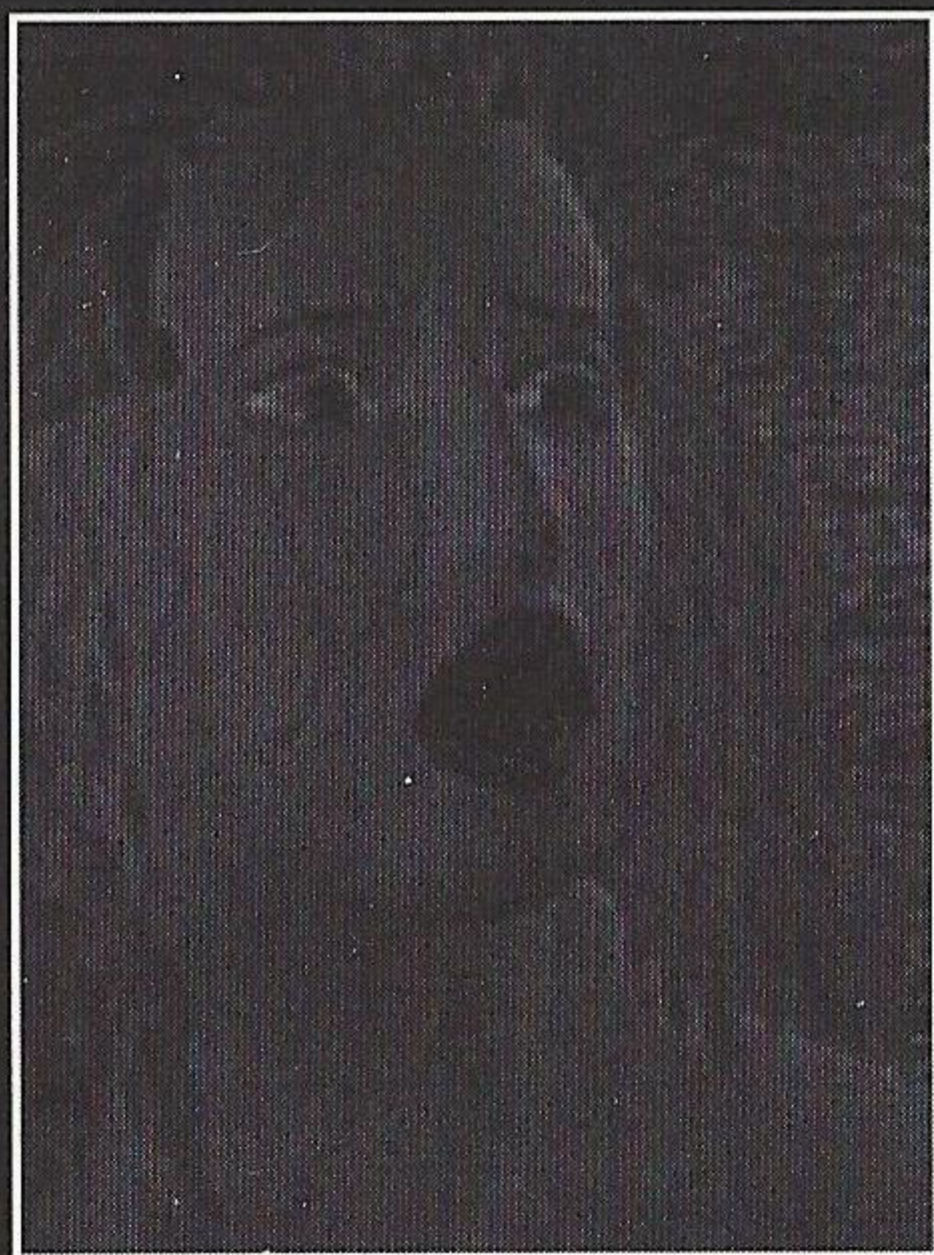
1) Time Limit Due to its story, this game has a two hour time limit. Laura, the protagonist, enters the hospital at 3 o'clock, but at 5 o'clock the other world is closed off, so the game terminates. Be aware of the time while you are playing this game.

***Note:** In keeping with the time limit, this game does not contain a pause feature.*



2) Multiple Endings This game has multiple endings, which vary depending on the action of the protagonist.

We hope you will play, without giving up, until the words "THE END" appear.



3) Two CD Set This game comes in a two CD set, so midway through the game the player must switch from the 1st to the 2nd CD.

Change CDs according to the instructions on the screen.

TAKING AND USING ITEMS

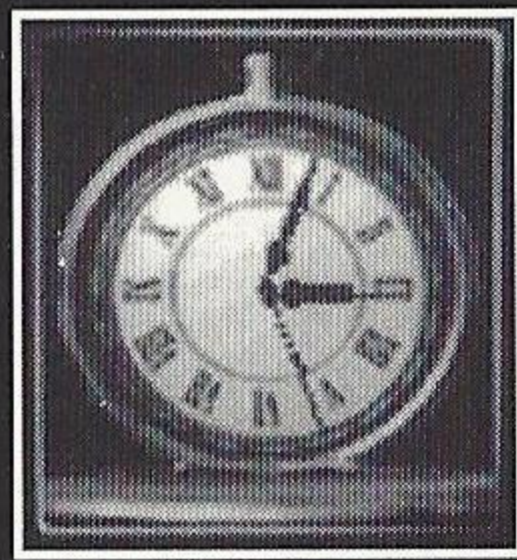
*When an item is necessary, it is automatically taken when it is found. To use an item, first display items on the screen with the **LEFT** and **RIGHT SHIFT** **BUTTONS**, set the item to be used by moving left and right with the direction buttons, and then press the **A** **BUTTON**.*



ITEMS WHICH LAURA HAS FROM THE BEGINNING

Clock: Lets the player know the current time.

Compact: Gives the player hints on the game.



HOW TO ENJOY THIS GAME

To get 120% enjoyment out of your Saturn™ D™, make the room as dark as possible by drawing the curtains and turning off the lights. (Playing on a dark night is the best!!) Turn up the TV or audio volume. (If playing in the middle of the night, be sure to wear headphones so you do not disturb people around you.) Can you solve all the riddles before the door to the other world closes?



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